CLAIMS:

1. An audio player with an interchangeable data carrier for audio data in which audio player (1) at least one microcontroller (8) with a connection to its own peripheral keyboard (10) is present, which has a data connection (VOV1) to a decompression circuit (4) and a data connection (VOV2) to an MM card (3) which can be inserted into a slot (2) of the player (1) and which MM card (3) has a data connection (V2V1) to the decompression circuit (4) whose output runs to a D/A converter (5) and in which the output of the D/A converter (5) is connected to a playback unit (7).

2. The audio player according to claim 1, characterized in that the audio player (1) comprises an interface (12), in particular a serial interface, for coupling to a data source, in particular to a computer or a data source (11) with a connection to the microcontroller (8).

3. The audio player according to one or several of the preceding claims, characterized in that the microcontroller (8) comprises ROM and/or RAM components.

4. The audio player according to one or several of the preceding claims, characterized in that the MM card (3) comprises a microprocessor or ASIC for data control and comprises a memory, in particular a flash memory or ROM.

5. The audio player according to one or several of the preceding claims, characterized in that the MM card (3) comprises a signal processor with program algorithms for converting text data into audio data.

6. The audio player according to one or several of the preceding claims, characterized in that the decompression circuit (4) comprises at least one signal processor and a serial high-speed interface to the MM card (3).

7. The audio player according to one or several of the preceding claims, characterized in that several slots (2) for MM cards (3) are arranged in the audio player.

8. The audio player according to one or several of the preceding claims, characterized in that a graphics display is arranged in the audio player.

9. The audio player according to one or several of the preceding claims, characterized in that the audio player is integrated and/or can be integrated in an audio playback device comprising another storage medium.

10. A method for controlling audio data by an audio player (1) in which the audio data for the audio player (1) is supplied by means of an interchangeable data carrier or via an interface (12), in particular a serial interface, and the supplied audio data is already compressed or becomes compressed, and in which the compressed audio data is transferred by a microcontroller (8) of the audio player (1) from a memory of a data source (11) into a memory of the MM card (3) and stored there and/or compressed audio data is transported directly or via the microcontroller (8) with a control

through [by] the microprocessor of the MM card (3) from the memory of the MM card (3) to a decompression circuit (4) and decompressed there and then supplied via a D/A converter (5) to a playback unit (7) and/or compressed audio data is transported from a memory of the data source (11) to the decompression circuit (4) and decompressed there and then supplied via the D/A converter (5) to the playback unit (7).

11. The method according to claim 10, characterized in that is compressed and/or becomes compressed in accordance with a standard, preferably MPEG II, layer 3.

12. The method according to one or several of the preceding claims, characterized in that the compressed audio data is selectively transmitted at different data transfer rates to the decompression circuit (4).

13. The method according to one or several of the preceding claims, characterized in that the data transfer rate is at least 92 kbit/s.

14. The method according to one or several of the preceding claims, characterized in that there is a random [optional] access to the memory of the MM card (3) via a keyboard (10) of the microcontroller (8) and that the transmission of audio data is interrupted in particular upon the initiation of a "Forward" or "Back" procedure by the keyboard (10).

15. The method according to one or several of the preceding claims, characterized in that the interruption of the transfer of data is marked in the memory by setting a data marker.

16. The method according to one or several of the preceding claims, characterized in that a signal processor is controlled in such a manner by program data from the MM card (3) through [by] the microcontroller (8) of the audio player (1) that text data stored on the MM card is converted into audio data,

17. The method according to one or several of the preceding claims, characterized in that a signal processor is controlled in such a manner by program data from the MM card (3) through [by] the microcontroller (8) of the audio player (1) that text data stored on the MM card is not converted into audio data but rather reproduced via the playback unit (7) on a display.

18. The method according to one or several of the preceding claims, characterized in that the text data stored on the MM card (3) is compressed.

19. The method according to one or several of the preceding claims, characterized in that a platform-independent programming language, in particular JAVA, is used as programming language.

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